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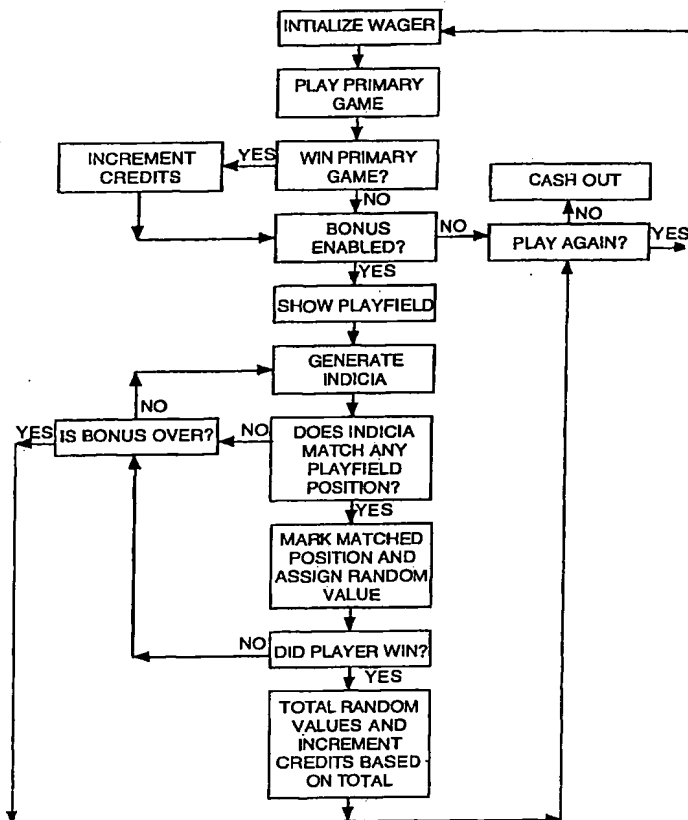
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(54) Title: GAMING DEVICE AND METHOD



(57) Abstract: A method and device (10) for gaming, in which an primary game is played towards a winning outcome, and includes one or more bonus games that may be triggered by a particular outcome or outcomes on the primary game. These bonus games allow the player to continue playing by wagering on the bonus game itself after the initial bonus period earned by playing the primary game has expired.

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For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

Gaming Device and Method

Technical Field

The following invention is generally related to instrumentalities and methodologies in gaming devices. More specifically, the instant invention is directed to
5 a gaming device having a primary game having not only a winning outcome, but also a triggering outcome for at least one secondary game. Most specifically, the secondary game allows continued play after the player's earned bonus round has expired.

Background Art

The primary purpose of playing any game is to win the game. While a player
10 may initially find enjoyment in trying to win a particular game, repeatedly playing the same game eventually becomes tiresome without positive stimulus. Accordingly, several games have been developed to offer a "bonus" game, which offers a player the prospect of engaging in a different gaming proposition. The elusive bonus game, however, appears infrequently and consists of only one exciting round, after which the
15 player is returned to the initial game which can produce tedium should the player enjoy the bonus game much more than the primary game offered on the machine, it should be sustainable.

Disclosure of Invention

The present invention is distinguishable over the prior art in a multiplicity of
20 ways. For example, the instant invention retains the player's interest by providing the player with the potential for engaging in several different gaming propositions, by providing a device and method for playing one or more different bonus games during a gaming session without changing machines.

Further, the instant invention allows a player to continue playing a particular
25 bonus game after the earned bonus period has expired, rather than automatically returning to the primary game.

Industrial Applicability

The industrial applicability of this invention shall be demonstrated through discussion of the following objects of the invention.

Accordingly, it is a primary object of the present invention to provide a new and novel device and method for gaming, in which a player is offered a secondary gaming proposition for more chances at success.

It is a further object of the present invention to provide a device and method as
5 characterized above which provides an opportunity to continue playing a secondary bonus event as a function of continued wagering, even after the initially-earned bonus event expires.

Viewed from a first vantage point, it is an object of the present invention to provide a gaming device, comprising, in combination: a display, wagering means, and a
10 processor interposed between said display and said wagering means to initiate play of a primary game on said display upon activation of said wagering means, said display having at least one outcome which triggers a first bonus, wherein said first bonus allows play due as a function of performance on said primary game and said first bonus also includes means for continued first bonus play after said play which was due as a
15 function of performance from said primary game has expired.

Viewed from a second vantage point, it is an object of the present invention to provide a gaming device, comprising, in combination: a display, wagering means, and a processor interposed between said display and said wagering means to initiate play of a primary game on said display upon activation of said wagering means, said display
20 having at least one outcome which triggers a first bonus, wherein said first bonus is defined by a series of locales and at least one exposed card from a deck of cards and decision means for deciding whether a subsequent card to be exposed is higher than or lower than said exposed card.

Viewed from a third vantage point, it is an object of the present invention to
25 provide a gaming device, comprising, in combination: a display, wagering means, and a processor interposed between said display and said wagering means to initiate play of a primary game on said display upon activation of said wagering means, said display having at least one outcome which triggers a first bonus, wherein said first bonus is defined by a raceway about which a ball is propelled, said ball coming to rest on one of
30 a plurality of awards located adjacent said raceway.

Viewed from a fourth vantage point, it is an object of the present invention to provide a method for gaming, the steps including: displaying a primary game, allowing a wager, generating an outcome for said primary game as a function of said wager having been made, enabling a first bonus upon the occurrence of at least one outcome

from said primary game, the first bonus including: playing the first bonus until its normal expiration based upon a predefined rule-set, and allowing further play of the first bonus as a function of further wagering.

Viewed from a fifth vantage point, it is an object of the present invention to
5 provide a method for gaming, the steps including: displaying a primary game, allowing a wager, generating an outcome for said primary game as a function of said wager having been made, enabling a first bonus upon the occurrence of at least one outcome from said primary game, the first bonus including: exposing a first card to the player, and allowing the player to decide whether a subsequent card to be exposed will be
10 higher or lower than said first card.

Viewed from a sixth vantage point, it is an object of the present invention to provide a method for gaming, the steps including: displaying a primary game, allowing a wager, generating an outcome for said primary game as a function of said wager having been made, enabling a first bonus upon the occurrence of at least one outcome
15 from said primary game, the first bonus including: propelling a ball about a raceway, and allowing the ball to come to rest at an area adjacent said raceway having an award.

These and other objects will be made manifest when considering the following detailed specification when taken in conjunction with the appended drawing figures.

Brief Description Of Drawings

- 20 Figure 1 is a flowchart of the methodology according to the present invention.
Figure 2 is a depiction of the apparatus associated therewith.
Figure 3 is a depiction of a primary game screen, embodied in an RXC matrix.
Figure 4 is a depiction of a first bonus screen, associated with a card event.
Figure 5 is a depiction of a second bonus screen, associated with a spin event.

Best Mode(s) for Carrying Out the Invention

25 Considering the drawings, wherein like reference numerals denote like parts throughout the various drawing figures, reference numeral 10 as shown in FIG. 2 is directed to the device according to the present invention.

In its essence, the device 10 includes a housing 16 which supports a visual display
30 2, preferably a video monitor, therewithin (FIG. 2). The display 2 may include a window 8 for special messages or for incrementing counting of credits accumulated by the player. The device also includes an LED or other readout 4 for prompting the player and can provide similar verbiage as the window 8 or in lieu thereof, to stimulate

the player. The device includes an inlet 6 for the reception therein for coins, currency or the like to auger in the inception of play. A separate slot 7, capable of accepting and dispensing encoded moveable media 9 such as a smart card, is also present. A plurality of decision-making buttons 12 are located on the face of the apparatus 10, preferable
5 below the display 2 and a pull handle 14 can be used to initiate play or as an alternative to supplement the decision-making buttons 12. A coin hopper 18 or other payment methods, i.e., ticket printers, may be included to effectuate an output of an award due the player. The device 10 may have a top portion 32 with a display thereon having a motif correlative with the game to be played and can include a payable. A plurality of
10 speakers 34 may be included on the device for aural interaction with the player. The apparatus also includes a processor P coordinating all functions and a random number generator G operatively coupled thereto for generating outcomes.

More specifically, and with reference to FIG. 3, greater details with respect to the video display 2 can be explored. The display 2 features a plurality of symbols 20
15 arranged in a row and column (RXC) matrix 21. Paylines 22 correspond to areas on the matrix in which winning combinations may be located. The preferred embodiment features a 3X5 matrix with either 9, 15 or 25 paylines.

Referring to FIG. 1, the flow chart associated with the apparatus of FIGS. 2 and 3 can be explored. Initially, the player plays the game with a maximum bet or less.
20 Preferably, but optionally, a maximum bet enables the features of the invention. Assume a maximum bet is required. If the player plays with less than a maximum bet, the outcome is determined by the symbols displayed according to the display in FIG. 3. If the player opts to play with a maximum bet, then after the initial outcome is displayed, the player is immediately rewarded if the initial outcome corresponds to a
25 value on an associated payable. Whether or not the player wins, the initial outcome is compared to a predetermined set of outcomes that trigger a bonus game or games. The player is then entitled to a predetermined number of bonus games by virtue of attaining the triggering outcome. After these games have been played, the player has an opportunity to continue playing the bonus game by making further wagers.

30 In the preferred embodiment, two bonus games are possible. Each has an associated triggering outcome. One of these games is a card-based game, shown in FIG. 4. Spaces for playing cards are arranged in plural (N) tiers, preferably three, with each play space 41 associated with a bonus value 42. Preferably, the further the player advances, the greater the bonus. The game begins with the revealing of an initial card

in the starting space 40 (on tier 1), with the remaining play spaces 41 on tiers one through N filled with cards that are face-down. The player then guesses whether the card with the next-higher bonus value (preferably an adjacent card or one that is highlighted as by flashing or one whose bonus value is highlighted or flashing) will have a higher value or a lower value than the initial card. If the player is correct, play continues, with the player guessing the relative subsequent values of cards (either against the initial card or the card last exposed) until either the player guesses wrong or until all the cards in the playing field are exposed. Successfully comparing all cards could entail a supplemental bonus or jackpot. Additionally, the player may have the opportunity to replace the "current" exposed up-card (i.e., the one against which the player's next card will be compared) with a new card from the deck. In the preferred embodiment, the player has only one opportunity to replace a card during each session of the bonus game. Replacement may entail a further expenditure. If the player is incorrect, the game ends and the player is awarded the bonus value associated with the last correct card chosen.

For example, assume the initial card at starting space 40 is a 2. Most players would decide the next card (i.e., at space 41.1) will be higher. Note that a "tie" (e.g., a 2 at space 41.1) may be treated as a win for the player, a loss for the player or a "push" where the game continues without a win or a loss. Assume the player has won. The player is then prompted to decide if the covered card (e.g. at space 41.2) is higher than the last exposed card (i.e., at space 41.1). Alternatively, all comparisons may be against the initial card at starting space 40. Should the player have to compare against a card of "middle rank" (e.g. an eight), the player may be given the opportunity to "buy" (or merely receive) a different card.

Assume the player guesses incorrectly and loses. One feature of the present invention allows the player to continue playing the bonus game. In this event, the player is now wagering using more funds or credits, since the free bonus round has expired. Thus, the player can continue to enjoy the bonus game.

A second, spin-based, bonus game is depicted in FIG. 5. The player is given a set of winning positions, which may be either player chosen, predetermined or randomly-chosen. The game begins when a ball 47 is propelled along a raceway 45, e.g., along arrow "A" and is allowed to orbit in the raceway until it comes to a halt by descending (along arrow "B") on to one of the positions 46 adjacent a center of the raceway, producing an outcome. Each position 46 has a value (e.g., 46.1, 46.2 . . . 46.Z) If this

outcome corresponds to any of the winning positions assigned to the player, the player wins, with the amount of the award determined by an associated payable or by indicia at the position 46.Z. If the outcome does not correspond to any of the assigned wagers, the player loses.

5 As in the previous bonus event, the player can continue in the bonus game by wagering on the outcome of the "spin" game in which the ball 47 reorbits the raceway, ultimately landing on one of the position 46.Z.

Moreover, having thus described the invention, it should be apparent that numerous structural modifications and adaptations may be resorted to without
10 departing from the scope and fair meaning of the instant invention as set forth hereinabove and as described hereinbelow by the claims.

Claims

I Claim:

Claim 1 - A gaming device, comprising, in combination:

a display,

5 wagering means, and

a processor interposed between said display and said wagering means to initiate play of a primary game on said display upon activation of said wagering means, said display having at least one outcome which triggers a first bonus, wherein said first bonus allows play due as a function of performance on said primary game and said first
10 bonus also includes means for continued first bonus play after said play which was due as a function of performance from said primary game has expired.

Claim 2 - The device of claim 1 wherein said first bonus is defined by a series of locales and at least one exposed card from a deck of cards and decision means for deciding whether a subsequent card to be exposed is higher than or lower than said
15 exposed card.

Claim 3 - The device of claim 2 wherein said exposed card may be replaced by a randomly-chosen card a plurality of times during said first bonus.

Claim 4 - The device of claim 2 wherein said exposed card may be replaced by a randomly-chosen card once during said first bonus.

20 Claim 5 - The device of claim 2 wherein said display has at least one outcome which triggers a second bonus, wherein said second bonus is defined by a raceway about which a ball is propelled, said ball coming to rest on one of a plurality of awards located on said raceway.

25 Claim 6 - The device of claim 5 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

Claim 7 - The device of claim 5 wherein said second bonus allows play due as a function of performance on said primary game and said second bonus also includes means for continued second bonus play after said play which was due as a function of performance from said primary game has expired.

30 Claim 8 - The device of claim 1 wherein said first bonus is defined by a raceway about which a ball is propelled, said ball coming to rest on one of a plurality of awards located on said raceway.

Claim 9 - The device of claim 8 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

Claim 10 - The device of claim 8 wherein said display has at least one outcome that triggers a second bonus, wherein said second bonus is defined by a series of locales and at least one exposed card from a deck of cards and decision means for deciding whether a subsequent card to be exposed is higher than or lower than said exposed
5 card.

Claim 11 - The device of claim 10 wherein said exposed card may be replaced by a randomly-chosen card a plurality of times during said second bonus.

Claim 12 - The device of claim 10 wherein said exposed card may be replaced by a randomly-chosen card once during said second bonus.

10 Claim 13 - A gaming device, comprising, in combination:

a display,

wagering means, and

a processor interposed between said display and said wagering means to initiate play of a primary game on said display upon activation of said wagering means,
15 said display having at least one outcome which triggers a first bonus, wherein said first bonus is defined by a series of locales and at least one exposed card from a deck of cards and decision means for deciding whether a subsequent card to be exposed is higher than or lower than said exposed card.

Claim 14 - The device of claim 13 wherein said exposed card may be replaced by
20 a randomly-chosen card a plurality of times during said first bonus.

Claim 15 - The device of claim 13 wherein said exposed card may be replaced by a randomly-chosen card once during said first bonus.

Claim 16 - The device according to claim 13 wherein said display has at least one outcome which triggers a second bonus, wherein said second bonus is defined by a
25 raceway about which a ball is propelled, said ball coming to rest on one of a plurality of awards located on said raceway.

Claim 17 - The device of claim 16 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

Claim 18 - A gaming device, comprising, in combination:

30 a display,

wagering means, and

a processor interposed between said display and said wagering means to initiate play of a primary game on said display upon activation of said wagering means, said display having at least one outcome which triggers a first bonus, wherein said first

bonus is defined by a raceway about which a ball is propelled, said ball coming to rest on one of a plurality of awards located on said raceway.

Claim 19 - The device of claim 18 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

5 Claim 20 - A method for gaming, the steps including:

displaying a primary game,

allowing a wager,

generating an outcome for said primary game as a function of said wager

having been made,

10 enabling a first bonus upon the occurrence of at least one outcome from said primary game, the first bonus including:

playing the first bonus until its normal expiration based upon a predefined rule-set, and

allowing further play of the first bonus as a function of further

15 wagering.

Claim 21 - The method of claim 20 wherein playing the first bonus includes:

exposing a first card to the player, and

allowing the player to decide whether a subsequent card to be exposed will be higher or lower than said first card.

20 Claim 22 - The method of claim 21 wherein said exposed card may be replaced by a randomly-chosen card a plurality of times during said first bonus.

Claim 23 - The method of claim 21 wherein said exposed card may be replaced by a randomly-chosen card once during said first bonus.

Claim 24 - The method of claim 21 further including:

25 enabling a second bonus upon the occurrence of at least one outcome from said primary game, the second bonus including:

propelling a ball about a raceway, and

allowing the ball to come to rest at an area on said raceway having an award.

30 Claim 25 - The method of claim 24 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

Claim 26 - The method of claim 24 wherein said second bonus further includes:

playing the second bonus until its normal expiration based upon a predefined rule-set, and

allowing further play of the second bonus as a function of further wagering.

Claim 27 - The method of claim 20 wherein said first bonus includes:

propelling a ball about a raceway, and

5 allowing the ball to come to rest at an area on said raceway having an award.

Claim 28 - The method of claim 27 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

Claim 29 - The method of claim 27 further including:

10 enabling a second bonus upon the occurrence of at least one outcome from said primary game, the second bonus including:

exposing a first card to the player, and

allowing the player to decide whether a subsequent card to be exposed will be higher or lower than said first card.

15 Claim 30 - The method of claim 29 wherein said exposed card may be replaced by a randomly-chosen card a plurality of times during said second bonus.

Claim 31 - The method of claim 29 wherein said exposed card may be replaced by a randomly-chosen card once during said second bonus.

Claim 32 - A method for gaming, the steps including:

20 displaying a primary game,

allowing a wager,

generating an outcome for said primary game as a function of said wager having been made,

25 enabling a first bonus upon the occurrence of at least one outcome from said primary game, the first bonus including:

exposing a first card to the player, and

allowing the player to decide whether a subsequent card to be exposed will be higher or lower than said first card.

30 Claim 33 - The method of claim 32 wherein said exposed card may be replaced by a randomly-chosen card a plurality of times during said first bonus.

Claim 34 - The method of claim 32 wherein said exposed card may be replaced by a randomly-chosen card once during said first bonus.

Claim 35 - The method of claim 32 further including:

enabling a second bonus upon the occurrence of at least one outcome from said primary game, the second bonus including:

propelling a ball about a raceway, and

allowing the ball to come to rest at an area on said raceway having
5 an award.

Claim 36 - The method of claim 35 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

Claim 37 - A method for gaming, the steps including:

displaying a primary game,

10 allowing a wager,

generating an outcome for said primary game as a function of said wager having been made,

enabling a first bonus upon the occurrence of at least one outcome from said primary game, the first bonus including:

15 propelling a ball about a raceway, and

allowing the ball to come to rest at an area on said raceway having an award.

Claim 38 - The method of claim 37 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

AMENDED CLAIMS**[received by the International Bureau on 25 February 2002 (25.02.2002)]****Original claims 1, 13, 18, 20, 32, and 37 replaced by
amended claims 1, 13, 18, 20, 32, and 37.**

Claim 1 - A gaming device, comprising, in combination:

a display,

wagering means enabled by a player, and

a processor interposed between said display and said wagering means to initiate play of a primary game on said display upon activation of said wagering means, said display formed as a row and column matrix having plural paylines corresponding to areas on said matrix susceptible to winning combinations and having at least one outcome which triggers a first bonus, wherein said first bonus allows play due as a function of performance by the player on said primary game and said first bonus also includes means for continued first bonus play elected by the player after said play which was due as a function of performance from said primary game has expired.

Claim 2 - The device of claim 1 wherein said first bonus is defined by a series of locales and at least one exposed card from a deck of cards and decision means for deciding whether a subsequent card to be exposed is higher than or lower than said exposed card.

Claim 3 - The device of claim 2 wherein said exposed card may be replaced by a randomly-chosen card a plurality of times during said first bonus.

Claim 4 - The device of claim 2 wherein said exposed card may be replaced by a randomly-chosen card once during said first bonus.

Claim 5 - The device of claim 2 wherein said display has at least one outcome which triggers a second bonus, wherein said second bonus is defined by a raceway about which a ball is propelled, said ball coming to rest on one of a plurality of awards located on said raceway.

Claim 6 - The device of claim 5 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

Claim 7 - The device of claim 5 wherein said second bonus allows play due as a function of performance on said primary game and said second bonus also includes means for continued second bonus play after said play which was due as a function of performance from said primary game has expired.

Claim 8 - The device of claim 1 wherein said first bonus is defined by a raceway about which a ball is propelled, said ball coming to rest on one of a plurality of awards located on said raceway.

Claim 9 - The device of claim 8 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

Claim 10 - The device of claim 8 wherein said display has at least one outcome that triggers a second bonus, wherein said second bonus is defined by a series of locales and at least one exposed card from a deck of cards and decision means for deciding whether a subsequent card to be exposed is higher than or lower than said exposed card.

Claim 11 - The device of claim 10 wherein said exposed card may be replaced by a randomly-chosen card a plurality of times during said second bonus.

Claim 12 - The device of claim 10 wherein said exposed card may be replaced by a randomly-chosen card once during said second bonus.

Claim 13 - A gaming device, comprising, in combination:

a display,

wagering means, and

a processor interposed between said display and said wagering means to initiate play of a primary game on said display depicted as a row and column matrix having plural paylines corresponding to areas on said matrix susceptible to winning combinations upon activation of said wagering means, said display having at least one outcome which triggers a first bonus, wherein said first bonus is defined by a series of locales and at least one exposed card from a deck of cards and decision means enabled

by a player for deciding whether a subsequent card to be exposed is higher than or lower than said exposed card.

Claim 14 - The device of claim 13 wherein said exposed card may be replaced by a randomly-chosen card a plurality of times during said first bonus.

Claim 15 - The device of claim 13 wherein said exposed card may be replaced by a randomly-chosen card once during said first bonus.

Claim 16 - The device according to claim 13 wherein said display has at least one outcome which triggers a second bonus, wherein said second bonus is defined by a raceway about which a ball is propelled, said ball coming to rest on one of a plurality of awards located on said raceway.

Claim 17 - The device of claim 16 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

Claim 18 - A gaming device, comprising, in combination:

a display,

wagering means, and

a processor interposed between said display and said wagering means to initiate play of a primary game on said display upon activation of said wagering means, said display having at least one outcome which triggers a first bonus, wherein said first bonus is defined by a raceway about which a ball is propelled, said ball coming to rest on and indicate one of a plurality of awards located on said raceway which is due a player.

Claim 19 - The device of claim 18 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

Claim 20 - A method for gaming, the steps including:

displaying a primary game as a row by column matrix having plural paylines corresponding to areas on said matrix susceptible to winning combinations,

allowing a wager by a player,

generating an outcome for said primary game as a function of said wager having been made,

enabling a first bonus upon the occurrence of at least one outcome from said primary game, the first bonus including:

playing the first bonus until its normal expiration based upon a predefined rule-set, and

allowing further play of the first bonus as a function of further wagering by the player.

Claim 21 - The method of claim 20 wherein playing the first bonus includes:

exposing a first card to the player, and

allowing the player to decide whether a subsequent card to be exposed will be higher or lower than said first card.

Claim 22 - The method of claim 21 wherein said exposed card may be replaced by a randomly-chosen card a plurality of times during said first bonus.

Claim 23 - The method of claim 21 wherein said exposed card may be replaced by a randomly-chosen card once during said first bonus.

Claim 24 - The method of claim 21 further including:

enabling a second bonus upon the occurrence of at least one outcome from said primary game, the second bonus including:

propelling a ball about a raceway, and

allowing the ball to come to rest at an area on said raceway having an award.

Claim 25 - The method of claim 24 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

Claim 26 - The method of claim 24 wherein said second bonus further includes:

playing the second bonus until its normal expiration based upon a predefined rule-set, and

allowing further play of the second bonus as a function of further wagering.

Claim 27 - The method of claim 20 wherein said first bonus includes:

propelling a ball about a raceway, and

allowing the ball to come to rest at an area on said raceway having an award.

Claim 28 - The method of claim 27 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

Claim 29 - The method of claim 27 further including:

enabling a second bonus upon the occurrence of at least one outcome from said primary game, the second bonus including:

exposing a first card to the player, and

allowing the player to decide whether a subsequent card to be exposed will be higher or lower than said first card.

Claim 30 - The method of claim 29 wherein said exposed card may be replaced by a randomly-chosen card a plurality of times during said second bonus.

Claim 31 - The method of claim 29 wherein said exposed card may be replaced by a randomly-chosen card once during said second bonus.

Claim 32 - A method for gaming, the steps including:

displaying a primary game formed as a row and column matrix having plural paylines corresponding to areas on said matrix susceptible to winning combinations,

allowing a wager,

generating an outcome for said primary game as a function of said wager having been made,

enabling a first bonus upon the occurrence of at least one outcome from said primary game, the first bonus including:

exposing a first card to the player, and
allowing the player to decide whether a subsequent card to be exposed will be higher or lower than said first card.

Claim 33 - The method of claim 32 wherein said exposed card may be replaced by a randomly-chosen card a plurality of times during said first bonus.

Claim 34 - The method of claim 32 wherein said exposed card may be replaced by a randomly-chosen card once during said first bonus.

Claim 35 - The method of claim 32 further including:
enabling a second bonus upon the occurrence of at least one outcome from said primary game, the second bonus including:
propelling a ball about a raceway, and
allowing the ball to come to rest at an area on said raceway having an award.

Claim 36 - The method of claim 35 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

Claim 37 - A method for gaming, the steps including:
displaying a primary game,
allowing a wager by a player,
generating an outcome for said primary game as a function of said wager having been made,
enabling a first bonus upon the occurrence of at least one outcome from said primary game, the first bonus including:
propelling a ball about a raceway, and
allowing the ball to come to rest at an area on said raceway having an award which is due the player.

Claim 38 - The method of claim 37 wherein said plurality of awards are denoted by numerical indicia located on said raceway.

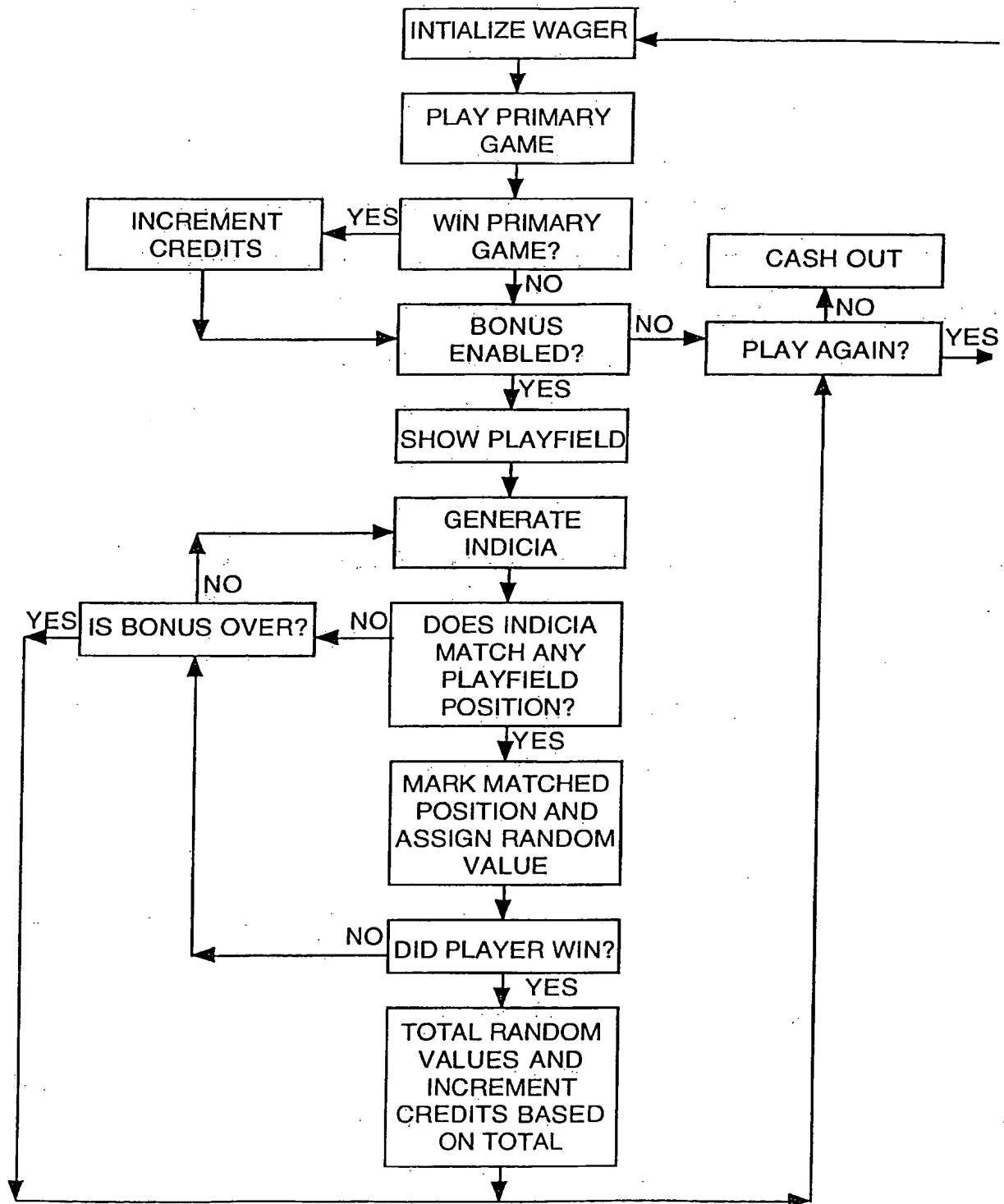


Figure 1

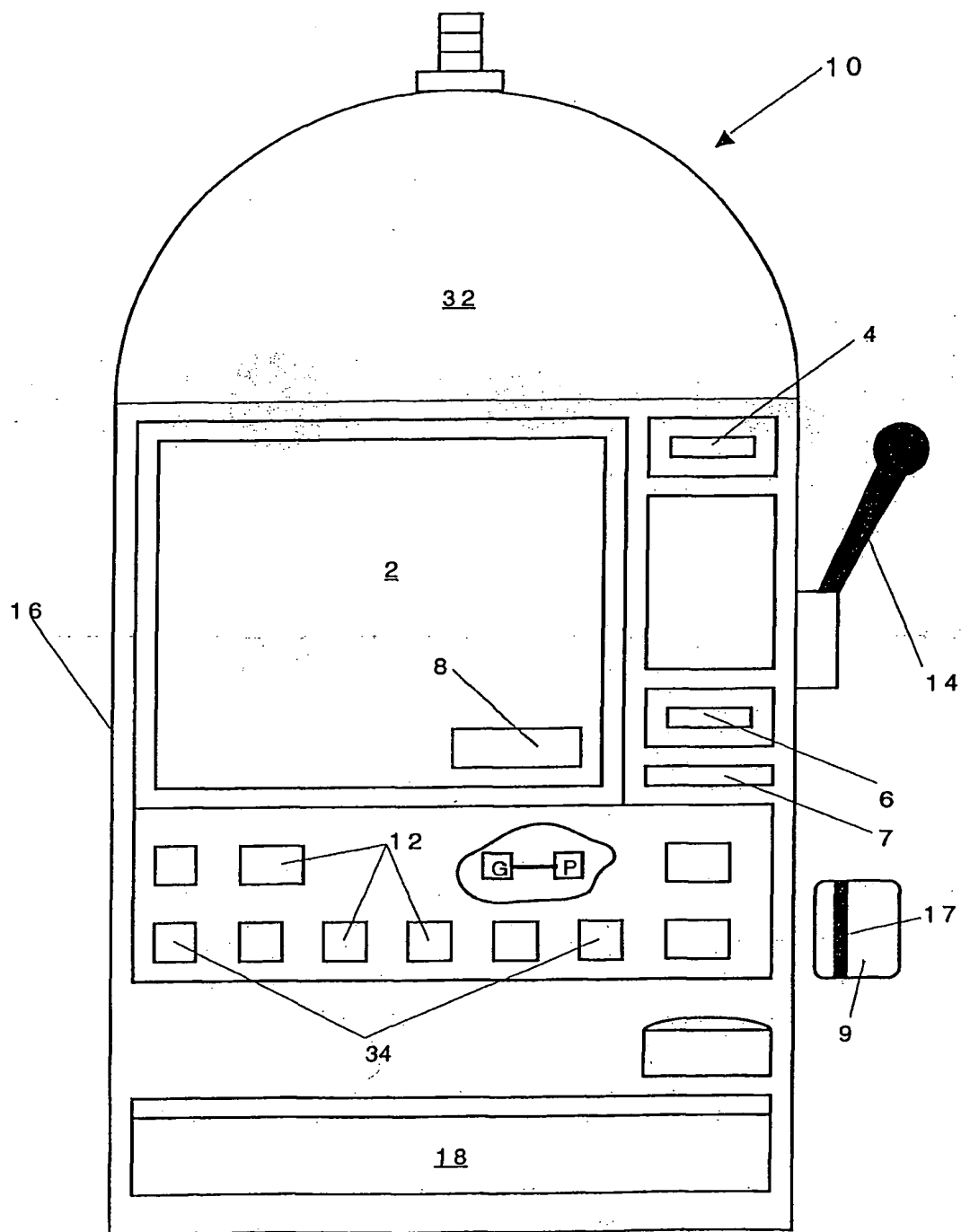


Figure 2

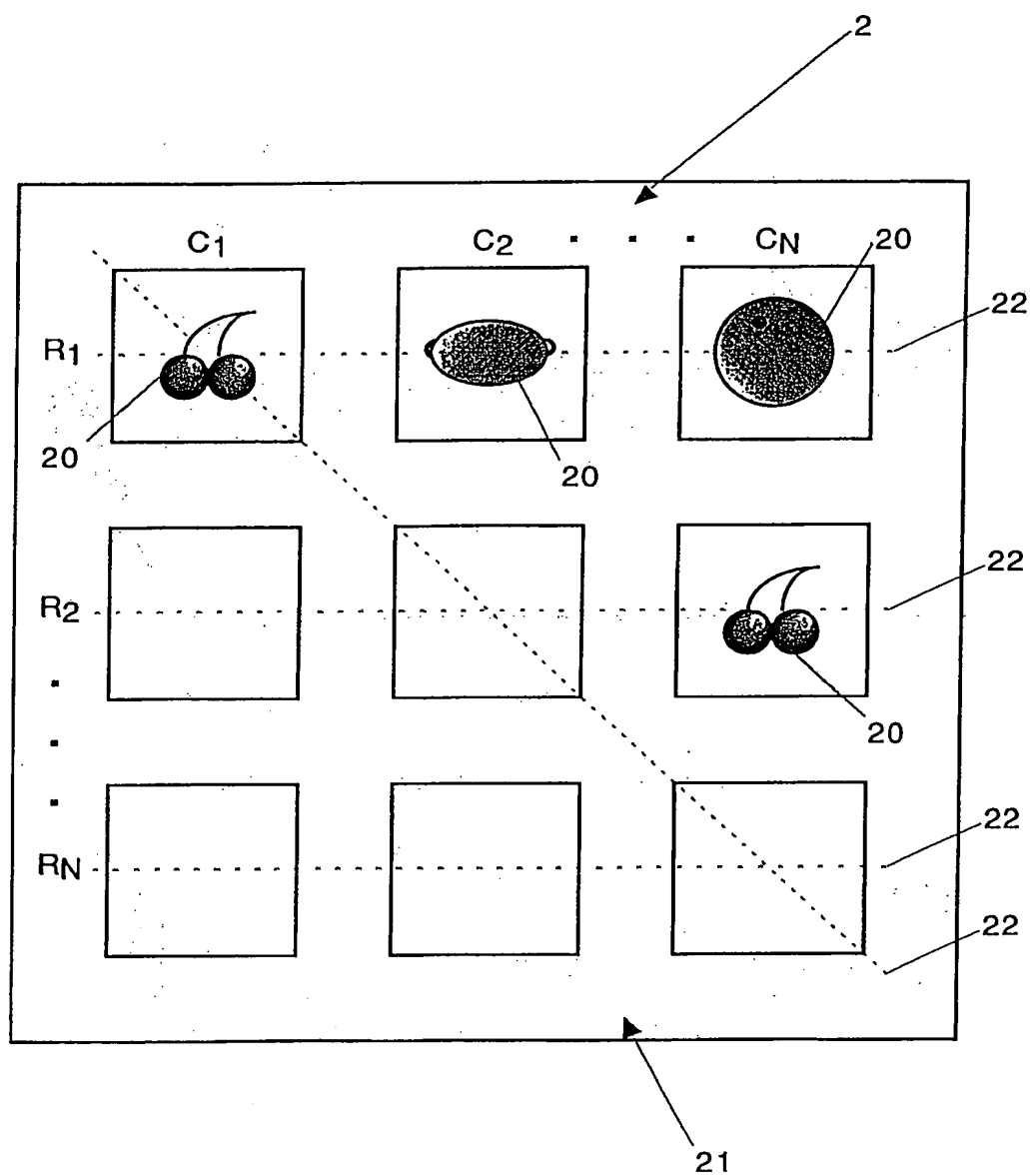


Figure 3

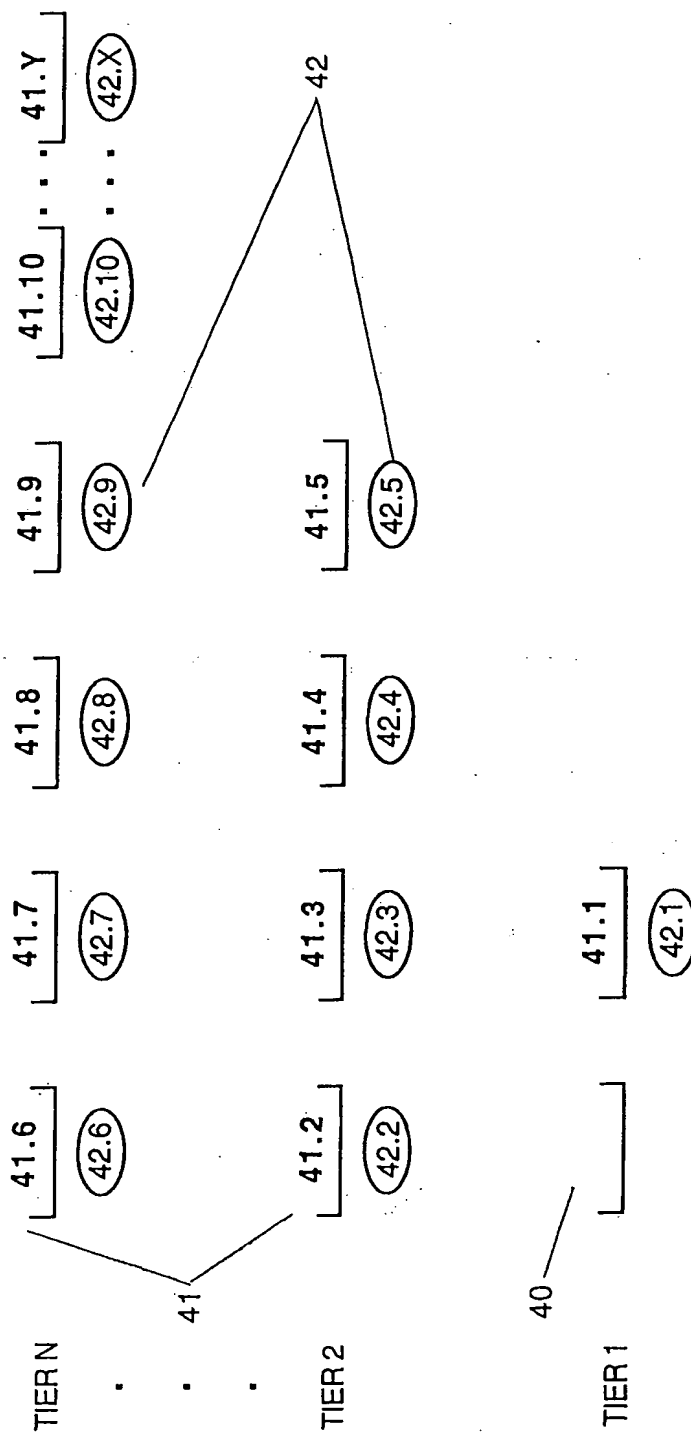


Figure 4

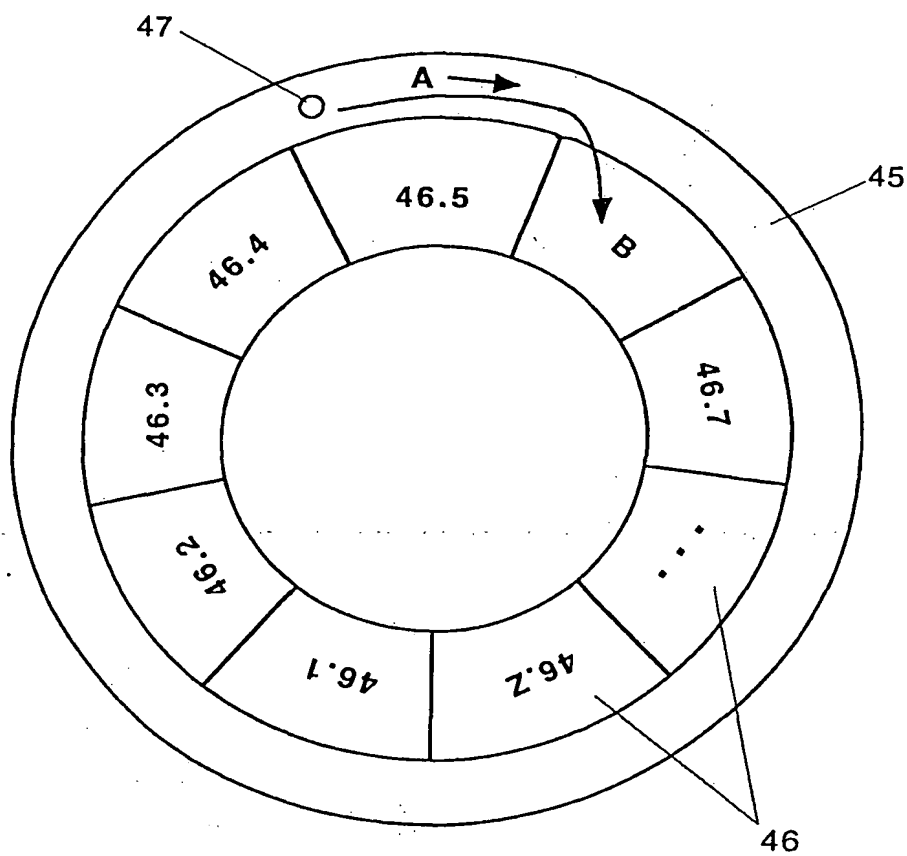


Figure 5

INTERNATIONAL SEARCH REPORT

International application No.

PCT/US01/27764

A. CLASSIFICATION OF SUBJECT MATTER

IPC(7) : A63F 9/24

US CL : 463/16, 13, 20

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

U.S. : 463/16, 13, 20

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category *	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X,P	US 6,312,332 B1 (Walker et al.) 06 November 2001 (06.11.2001), Summary and column 9, lines 22-29.	1 and 20
X	US 5,848,932 (Adams) 15 December 1998 (15.12.1998), Full text and Drawings.	18-19 and 37-38
Y,P	US 6,311,976 B1 (Yoseloff et al.) 06 November 2001 (06.11.2001), Abstract and Background of the Invention.	1-17 and 20-36
Y	US 5,823,873 (Moody) 20 October 1998 (20.10.1998), Abstract and Summary.	1-17 and 20-36
Y	US 5,775,993 (Fentz et al.) 07 July 1998 (07.07.1998), Abstract, Summary, Figures 10 and 11.	1-38

☐ Further documents are listed in the continuation of Box C.

☐ See patent family annex.

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"O" document referring to an oral disclosure, use, exhibition or other means

"P" document published prior to the international filing date but later than the priority date claimed

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later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention

"X"

document of particular relevance, the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

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document of particular relevance, the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art

"&"

document member of the same patent family

Date of the actual completion of the international search

28 November 2001 (28.11.2001)

Date of mailing of the international search report

27 DEC 2001

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